



### AMSTRAD LOADING INSTRUCTIONS:

**Cassette:** Press the CTRL & small ENTER key then press PLAY.  
**Diskette:** TYPE RUN "KNIGHTS, then hit the LARGE ENTER Key.

### SCORING IN THE SIX COMBAT EVENTS:

**ROSE** = 25 points  
**SHIELD** = Ten roses = 250 points  
**BONUS** = 100 points/per shield remaining before  
time runs out.

### SCORING IN ARCHERY and CROSSBOW EVENTS:

**ARCHERY** = 50 points/wooden horse hit  
**CROSSBOW** = 35 points/small target hit  
25 points/larger target hit  
15 points/largest target hit

### AMSTRAD CASSETTE USERS:

To save time when loading, it may be helpful to reset your tape counter to 000 (ZERO), and then note the tape counter position for each separate game on the cassette. Note the tape counter position in the space below for future reference:

<b>SWORDFIGHT 1</b> _ _ _	<b>SWORDFIGHT 2</b> _ _ _
<b>QUARTERSTAFF</b> _ _ _	<b>PIKE STAFF</b> _ _ _
<b>ARCHERY</b> _ _ _	<b>CROSSBOW</b> _ _ _
<b>BALL &amp; CHAIN</b> _ _ _	<b>AXEMAN</b> _ _ _

## AMSTRAD INSTRUCTIONS

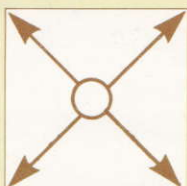
Use the following Joystick and Keyboard controls for:  
 ● SWORDFIGHT 1 & 2 ● QUARTERSTAFF ● ARCHERY  
 ● BALL & CHAIN ● PIKESTAFF ● CROSSBOW  
 ● AXEMAN

### PLAYER 1 (JOYSTICK OR KEYBOARD)

#### DEFENSIVE MOVES KEYBOARD

Q		E
Z		C

#### JOYSTICK (WITHOUT BUTTON PRESSED)



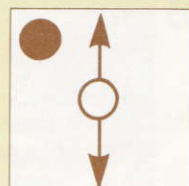
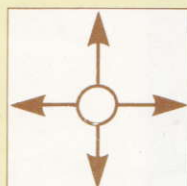
#### ATTACK MOVES KEYBOARD

	W	
A		D
	X	

TAB

	W	
	X	

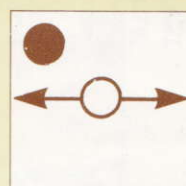
#### JOYSTICK (WITHOUT BUTTON PRESSED) (WITH BUTTON PRESSED)



#### LEFT/RIGHT MOVEMENT KEYBOARD

TAB			
	A		D

#### JOYSTICK (WITH BUTTON PRESSED)



### PLAYER 2 (KEYBOARD ONLY)

#### KEYPAD OPERATION

#### DEFENSIVE MOVES

7		9
1		3



#### ATTACK MOVES

	8	
4		6
	2	



	8	
	2	



#### LEFT/RIGHT MOVEMENT

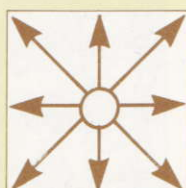
4		6



### ARCHERY & CROSSBOW

Guide the cursor with joystick or keyboard, then push button or TAB key to fire:

#### JOYSTICK



TAB

Q	W	E
A		D
Z	X	C



# **Knight Games**

A Medieval Challenge for your computer. **ENGLISH SOFTWARE** brings medieval combat to life, giving you the chance to become an Olde English Knight, challenging your skills in 8 exciting events including:

**SWORD FIGHTING 1  
DUELLING AXEMEN  
ARCHERY  
QUARTERSTAFF BASHING  
CROSSBOW SHOOTING  
SWORD FIGHTING 2  
BALL AND CHAIN FLAILING  
PIKESTAFF CONTESTS**

**KNIGHT GAMES** loads in 8 separate parts and features:

One and Two player combat modes.

Evocative medieval-style hi-resolution graphics.

Hundreds of different sprite positions

Exciting medieval-style music, specially composed for **KNIGHT GAMES**

Joystick and keyboard operation (Amstrad).

Joystick operation (Commodore).

Selectable skill levels.

**FOR FULL LOADING INSTRUCTIONS and JOYSTICK/KEYBOARD CONTROLS SEE REVERSE SIDE.**

## **KNIGHT GAMES OBJECTIVE:**

In the 6 combat events, your objective is to win as many roses and shields as possible off your opponent, within the selected time limit. In the archery and crossbow events, you must score as many direct hits as possible.

Amount of time left is indicated by the burning candle.

**KNIGHT GAMES** loads from cassette in 8 separate stages, with four different events on each side of the cassette. Always load in the first program on the cassette first, which is the menu selection program, before selecting a particular event. Use the cursor keys or joystick to choose which event you wish to select, then press the **SPACE BAR** to load. Follow the same procedure for disk loading.

**IMPORTANT NOTE:** Always remember to leave your tape recorder on play when making your selections.

When the selected game has loaded, you will be presented with an **OPTIONS SCREEN**. Use the cursor keys or joystick to select your games options, then press the **ENTER/RETURN** key to select that option.

**WHEN** you have finished choosing your options, select the **START GAME** option and hit the **ENTER/RETURN** key.

### **CONTROLS:**

**RESET GAME:** Ø Key (AMSTRAD) Restore Key (Commodore)

**FREEZE GAME:** Press the H key, then press again to re-commence play.

### **KNIGHT GAMES PROGRAMMING CREDITS:**

Amstrad Game and Graphic Programming:  
Dennis Travers

Commodore Game and Graphics Programming:  
Jon Williams

Graphic Design: Colin Brown

Original Musical Composition: Yekao and Spiz,  
with David Whittaker.

Original Knight Games Concept: Philip Morris.

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